

Transforming  
 **IDEAS**  
into  
***ACTION!***

Leveraging  
Innovation  
Approaches to  
Stimulate Design  
Thinking

**2023**  
WASHINGTON STATE  
GOVERNMENT  
**LEAN**  
TRANSFORMATION  
CONFERENCE



# Introduction

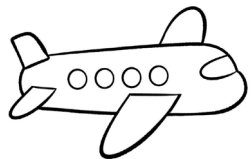
- Innovation and Design Thinking
- Generating Ideas
- Creative Thinking
- Evaluating and Selection
- Creating Pilot and Prototypes
- Individuals and Teams, including collocated and virtual teams.

# Introduction

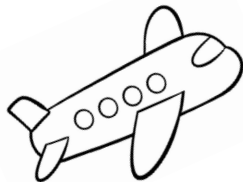
---

“Creativity is thinking up new things.  
Innovation is doing new things.”  
- Theodore Levitt

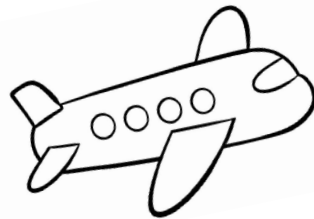
Photo from Articulate 360 Content Library



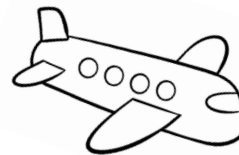
Flight Plan  
What, How, Why



Identify Opportunities



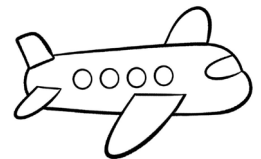
Generate Ideas



Evaluate and  
Decide



Develop and Test



Implement

# Introduction

What are Innovation and Design Thinking?

Challenges to Creativity

Creativity Myths

Steps to Innovation

Step to Design Thinking

Managing the Process

Why is Creative Thinking so Important?

# Introduction

What is Innovation?

- Creating ideas
- Transforming ideas into outcomes

What is Design Thinking?

- Human Centered Approach
- Used for Problem Solving and Innovation

Innovation and Design Thinking = Creativity + Implementation

# Introduction

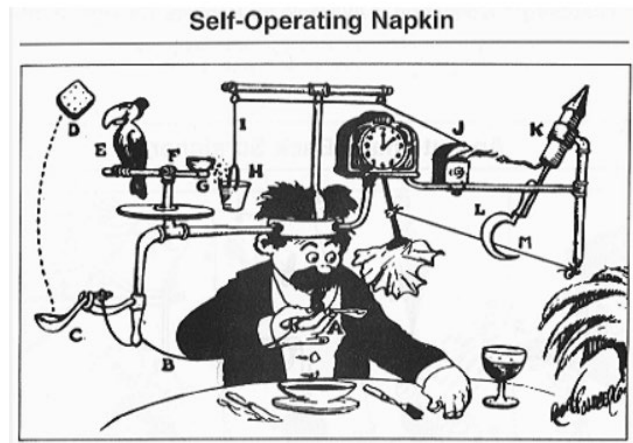
## Challenges to Creativity

- Idea that there is only one way
- Focusing on what is wrong with a new idea
- Not taking the time to consider alternatives
- Bias that limits our thinking

# Introduction

## Creativity Myths

- Creative thinking is spontaneous
- Only certain people think creatively
- Creative solution are complex



[https://en.wikipedia.org/wiki/Rube\\_Goldberg](https://en.wikipedia.org/wiki/Rube_Goldberg)

# Introduction

## Steps to innovation

- Identify opportunities
- Generate ideas
- Evaluation and selection
- Development and prototype
- Implement and sustain



# Introduction

## Steps of Design Thinking:

- Empathize
- Define
- Ideate
- Design and Build Prototype
- Test

# Introduction

Approaches to managing the process:

- Individual Progress
- Meetings
- Workshops
- Priming
- Activities



# Innovation Worksheet

## A3 Innovation Tracking Worksheet

A3 Innovation Tracking Worksheet											
Title: _____		Team: _____		Fresh eyes: _____							
Owner: _____				Subject experts: _____							
Coach: _____				Start date: _____							
		Follow up date: _____									
PLAN	Identify Opportunities <i>(What is the problem or gap? Is there a case for change?)</i>		Prototype or Pilot: <i>(What resolution can we try? What is the results of the testing? )</i>								
	Root Causes <i>(What is causing the problem?)</i>										
			Implementation Plan: <i>(What can we start or stop doing? Who? By when?)</i>								
	Generate Ideas: <i>(What are the variety of ways to resolve the issue?)</i>		<table border="1"> <thead> <tr> <th>What</th> <th>Who</th> <th>When</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		What	Who	When	Status			
What	Who	When	Status								
			Metrics: <i>(How will we test or measure if the resolution worked?)</i>								
	Evaluate solutions: <i>(Voting results? Priority/Payoff results? Consensus built?)</i>		Follow-up Plan: <i>(Did the improvement plan work? What else can we try?)</i>								
Stakeholder Signatures: _____											

# Innovation Worksheet

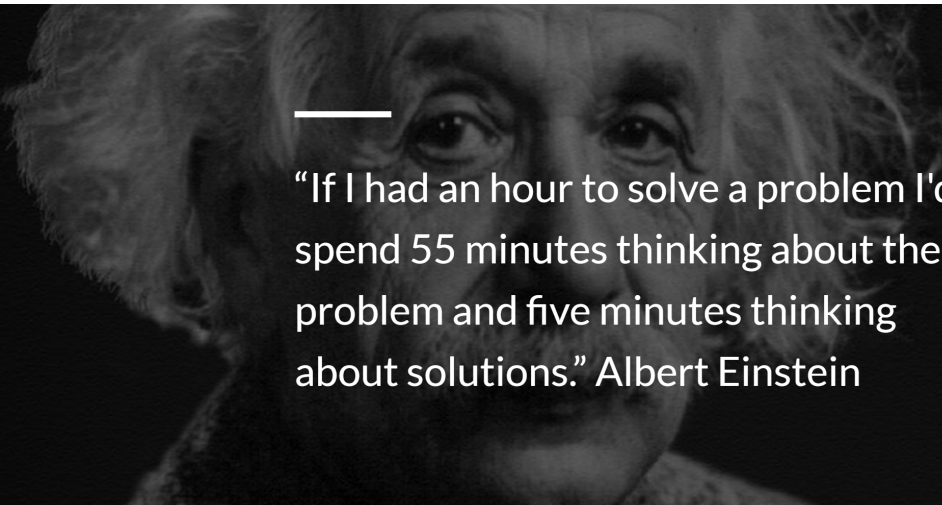
TIME	AGENDA ITEM	APPROACH/TOOL	FACILITATOR
	<ul style="list-style-type: none"> <li>▪ <b>Opening/Set-Up</b> <ul style="list-style-type: none"> <li>- Kick-off</li> <li>- Introductions</li> <li>- Ground rules and parking lot</li> </ul> </li> </ul>		
	<ul style="list-style-type: none"> <li>▪ <b>Define Opportunities</b> <ul style="list-style-type: none"> <li>- Review/define process</li> <li>- Identify problems/barriers</li> <li>- Identify root cause</li> </ul> </li> </ul>		
	<ul style="list-style-type: none"> <li>▪ <b>Generate Ideas</b> <ul style="list-style-type: none"> <li>- Prime for creativity</li> <li>- Brainstorm potential solutions</li> <li>- Assess potential solutions</li> <li>- Decide and build consensus</li> </ul> </li> </ul>		
	<ul style="list-style-type: none"> <li>▪ <b>Develop and Test</b> <ul style="list-style-type: none"> <li>- Create prototype or pilot</li> <li>- Test and evaluation</li> </ul> </li> </ul>		
	<ul style="list-style-type: none"> <li>▪ <b>Action Plans</b> <ul style="list-style-type: none"> <li>- Decompose and plan</li> <li>- Actions/accountability/next steps</li> </ul> </li> </ul>		

# Introduction

## Why is Creativity Important?

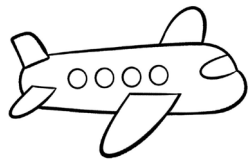
- Meet the needs of the customer
- Respond to competition
- Continuous improvement
- Creative development
- Growth for team and organization

# Identify Opportunities

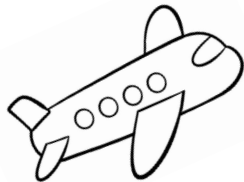


—  
“If I had an hour to solve a problem I'd spend 55 minutes thinking about the problem and five minutes thinking about solutions.” Albert Einstein

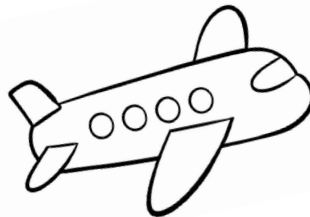
Photo from Articulate 360 Content Library



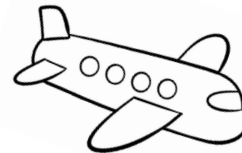
Flight Plan  
What, How, Why



**Identify Opportunities**



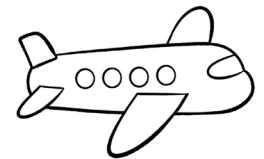
Generate Ideas



Evaluate and  
Decide



Develop and Test



Implement

# Identify Opportunities

Problem Statement

Design Thinking

Gap Analysis

Process Approaches

Root Cause

# Identify Opportunities

## Problem Statement:

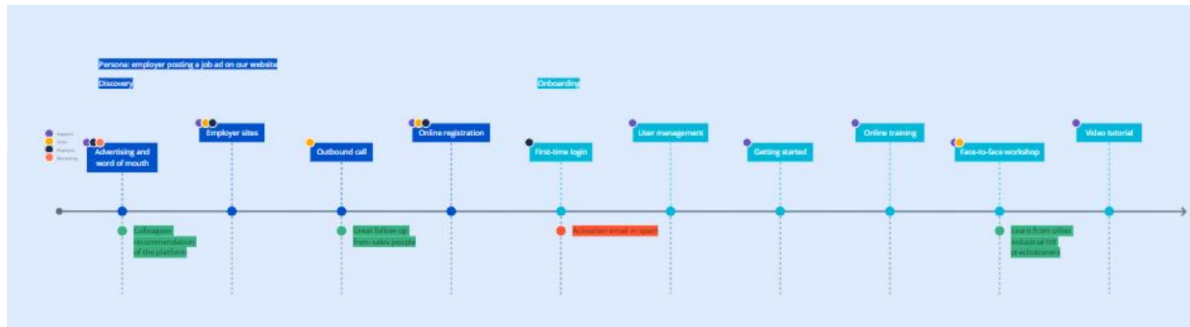
- Description of Problem
- Justification for Resolution
- Identify the “Pain” to the Customer
- Define Metrics
- Create Urgency for Stakeholder



# Identify Opportunities

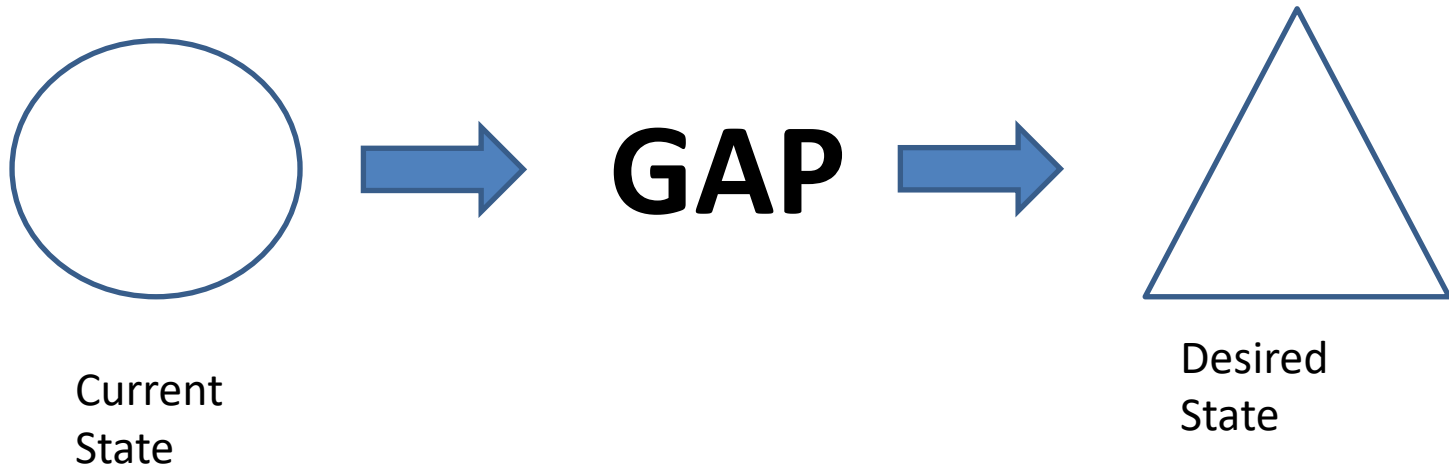
## Design Thinking: **Empathize and Define**

- Interviews
- Personas
- Customer Journey Maps



# Identify Opportunities

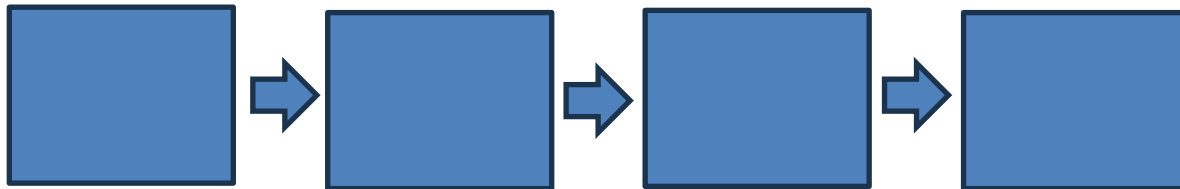
## Gap Analysis



# Identify Opportunities

## Process Approaches

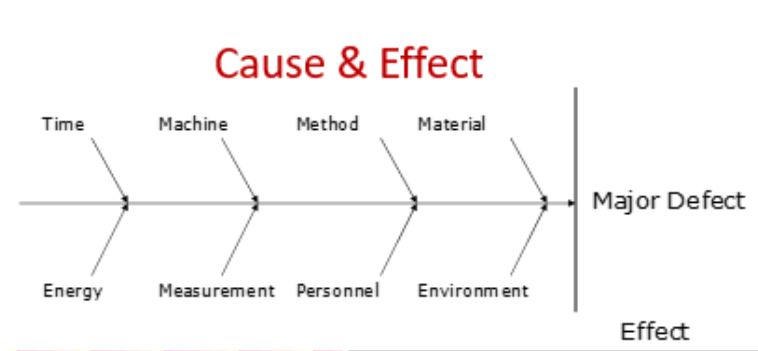
- Process Mapping
- Work Breakdown
- Storyboarding



# Identify Opportunities

## Root cause analysis

- Root cause is the cause, not a symptom
- Infinite number of causes
- Use tools like Fishbone Diagram or 5 Whys



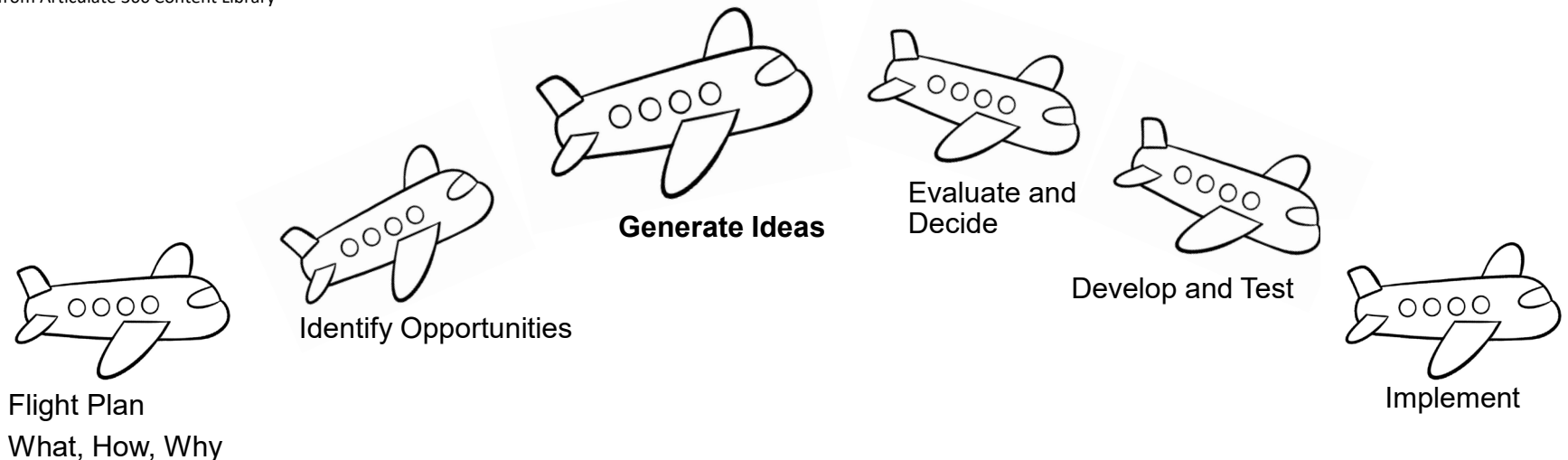
# Generating Ideas

---

“There is no doubt that creativity is the most important human resource of all. Without creativity, there would be no progress, and we would be forever repeating the same patterns.”

—Edward de Bono

Photo from Articulate 360 Content Library



# Generating Ideas

- Creative Thinking Process
- Cognitive Traits
- Priming for Creativity

# Generating Ideas

## Creativity Thinking Process

- Preparation
- Incubation
- Illumination
- Verification



# Generating Ideas

## Cognitive Traits for Creativity

- Divergent Thinking
  - Personality
  - Open mind
  - Be in a Good Mood
- 
- Rethinking is a skill set and mindset

-Adam Grant

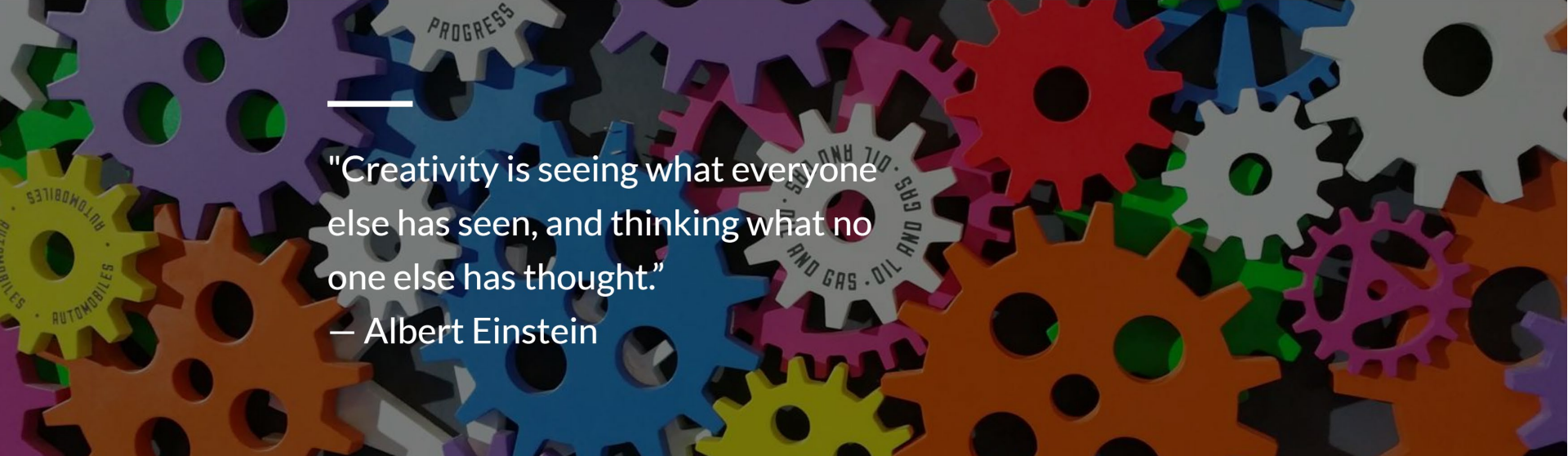


# Generating Ideas

## Priming for Creativity

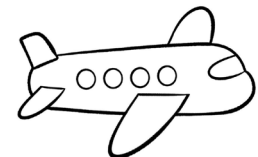
- Clear the Mind
- Set the Stage
- Simple Creative Thinking Activities

# Individual Innovation

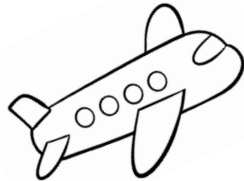


—  
"Creativity is seeing what everyone  
else has seen, and thinking what no  
one else has thought."  
— Albert Einstein

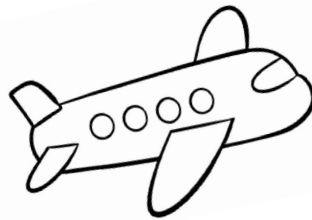
Photo from Articulate 360 Content Library



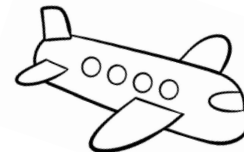
Flight Plan  
What, How, Why



Identify Opportunities



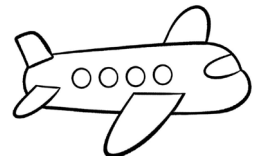
**Generate Ideas**



Evaluate and  
Decide



Develop and Test



Implement

# Individual Innovation

Preparing

Priming

McGyver Method

Mind Mapping

Recombination

# Individual Innovation

## Preparation:

- Mindfulness
- Gratitude
- Exercise
- Sleep

# Individual Innovation

## Priming:

- Be in a Good Mood
- Limit Distractions
- Have a Beginning and End
- Talk a Walk Outside
  
- Play Word Association
- Make it Complex – not Binary
- Ask More Questions
- – Express Curiosity and Create Variety

# Individual Innovation

## MacGyver Method

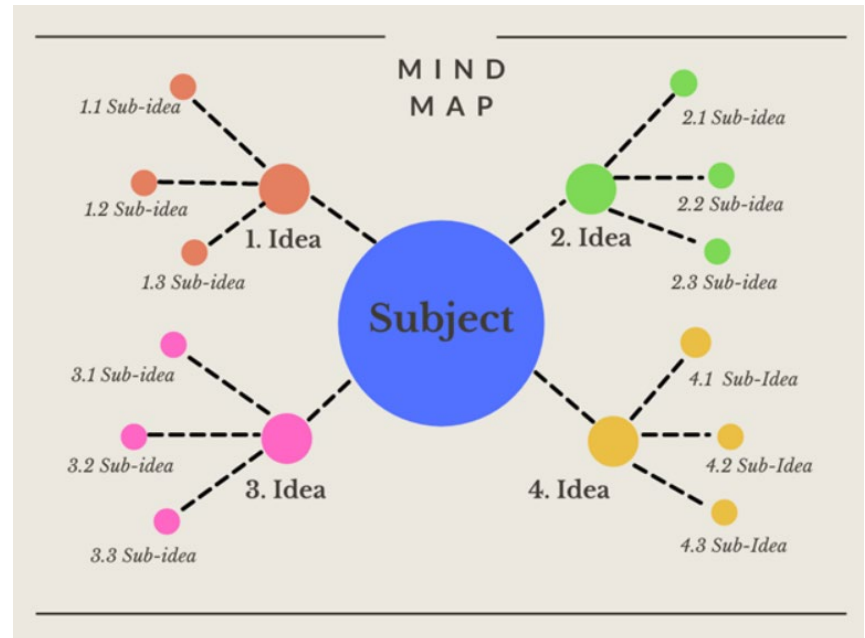
1. Write it down
2. Do something mildly stimulating (take a walk or drive)
3. Free Writing or Mind Mapping



# Individual Innovation

## Mind Map

1. Create a Central Idea
2. Add Branches
3. Add Keywords  
(use colors)  
(use pictures)  
(use one word)



<https://www.lawpracticetoday.org/article/mind-mapping-a-mental-tool-for-generating-ideas-and-solving-problems/>

# Individual Innovation



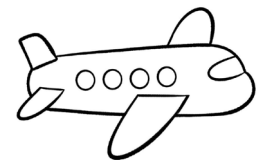
Recombination



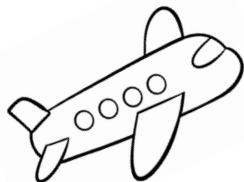
# Team Innovation

"If everyone is moving forward together, then success takes care of itself."  
- Henry Ford

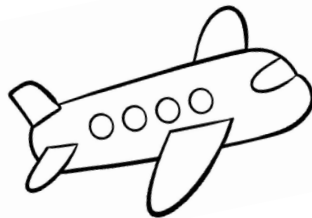
Photo from Articulate 360 Content Library



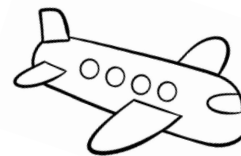
Flight Plan  
What, How, Why



Identify Opportunities



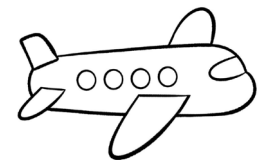
**Generate Ideas**



Evaluate and  
Decide



Develop and Test



Implement

# Team Innovation

Team Skills for Creativity

Priming

Seven Ways

SCAMPER

Gamification

Getting “Stuck”

# Team Innovation

## Team Skills for Creativity

- Active Listening
- Knowledge Sharing
- Diverse Thinking
- Safety for Risk Taking
- Build Trust
- Accountability
- Celebrate Wins
- Have Fun

# Team Innovation

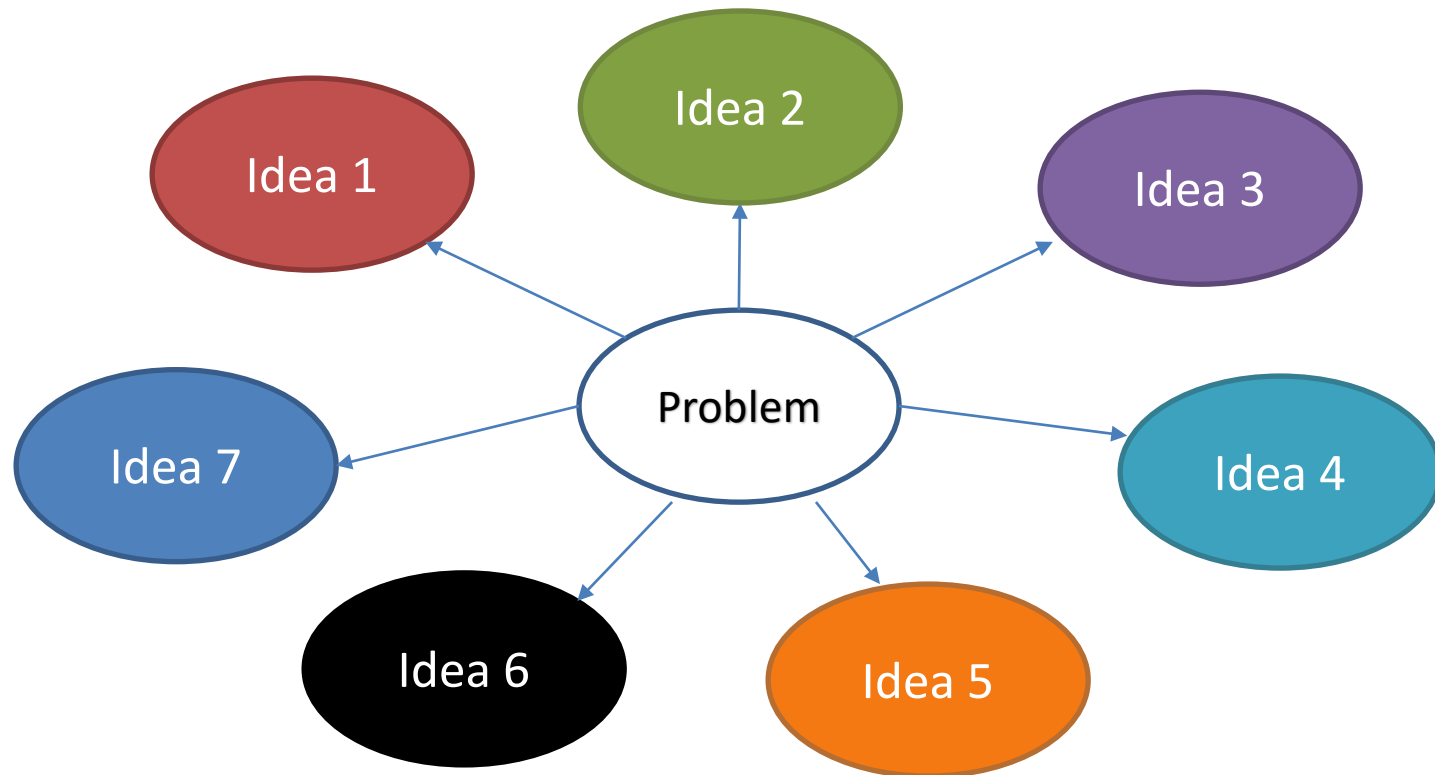
## Priming Teams for Creativity

- Yes and...
- What if..
- Alternate Uses
- Counterfactual
- Different Perspective

# Team Innovation

## 7 Ways Brainstorming:

Involve those closest to the process and identify 7 ways of resolving the problem's root cause



# Team Innovation

SCAMPER is a Reframing Approach

- Substitute
- Combine
- Adapt
- Modify
- Put to other uses
- Eliminate
- Reverse



# Team Innovation

## Gamification

- Reframing the Process
- Creating a Mission
- Build Rules to Promote More Ideas
- Encourage Risks and Mistakes
- Use a Leaderboard

# Team Innovation

Things to do if you get stuck:

- Reframe or “Tilt the Problem”
- Define Attribute (what, where, when)
- Spilt Hairs
- Random Words
- Fresh eyes
- Watch a funny video



# Virtual Teams

“In a world that is constantly changing, it is to our advantage to learn how to adapt and enjoy something better.” — Kenneth H. Blanchard

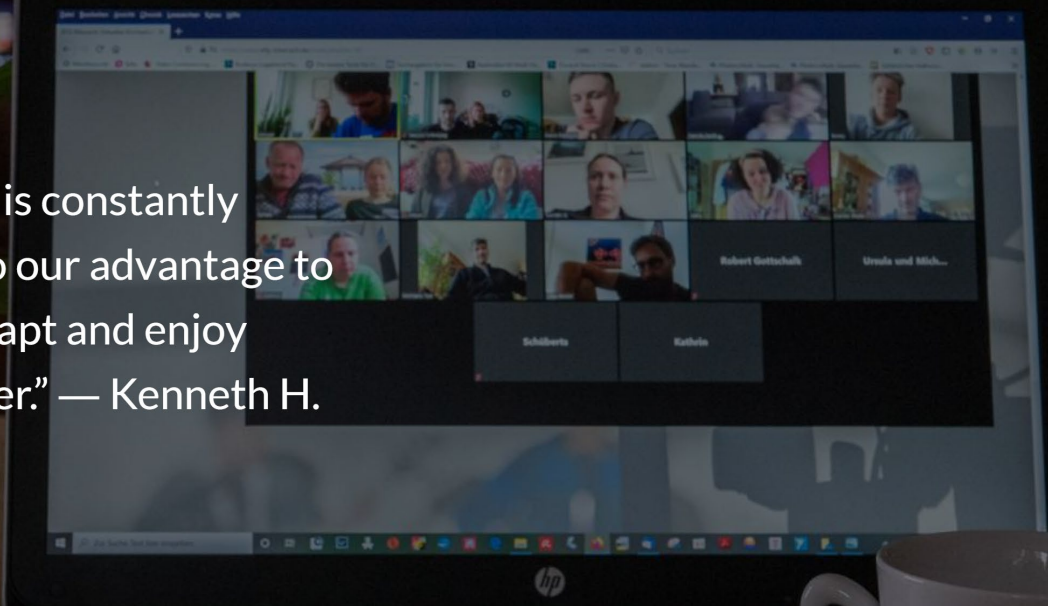
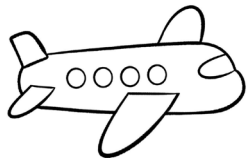


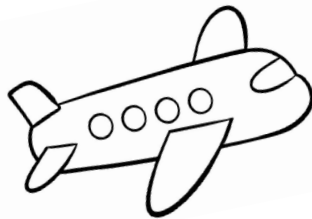
Photo from Articulate 360 Content Library



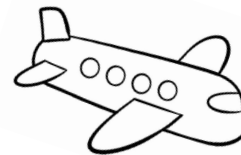
Flight Plan  
What, How, Why



Identify Opportunities



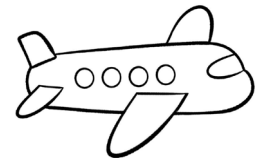
Generate Ideas



Evaluate and  
Decide



Develop and Test



Implement

# Virtual Teams

Challenges of Virtual Teams

Synchronous and Asynchronous

Priming Virtual Teams

Adapting Creative Tool to Virtual Teams

# Virtual Teams

## Challenges in Virtual Teams

- Communication Barriers
- Technical Issues
- Lack of Non-Verbal Cues
- Harder to Build Trust
- Accountability Challenges
- Feeling Isolated and Disconnected

# Virtual Teams

## Synchronous Work

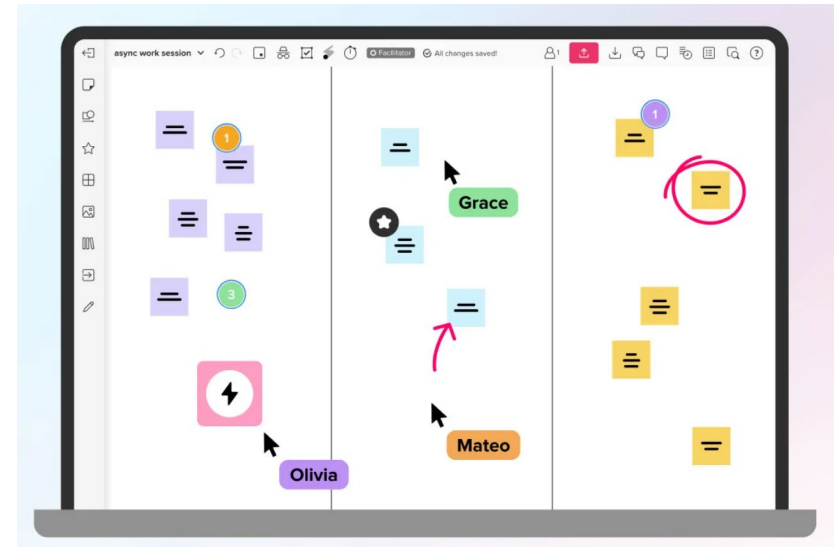
### Zoom



<https://explore.zoom.us/en/accessibility/>

## Asynchronous Work

### Mural



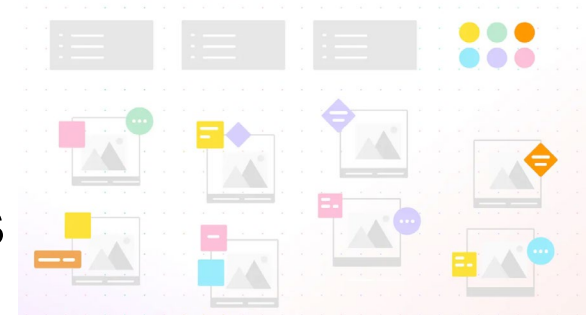
<https://www.mural.co/apps>

# Virtual Teams

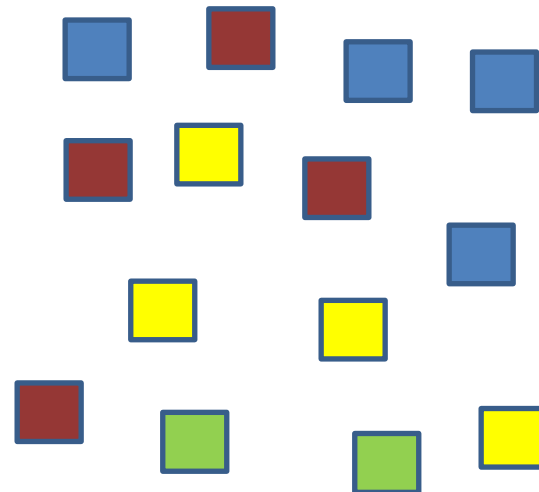
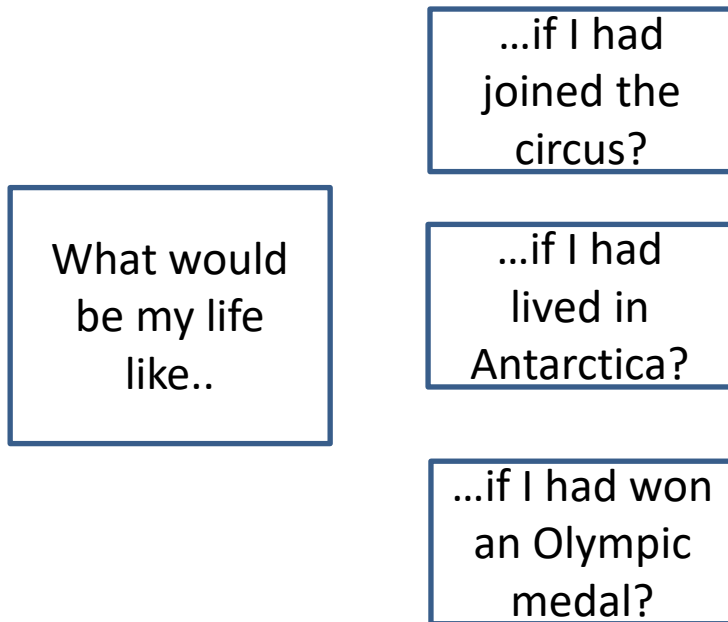
## Priming Virtual Teams

- Use Virtual Icebreakers
- Adapt Team Priming Approaches

Example: Counterfactual

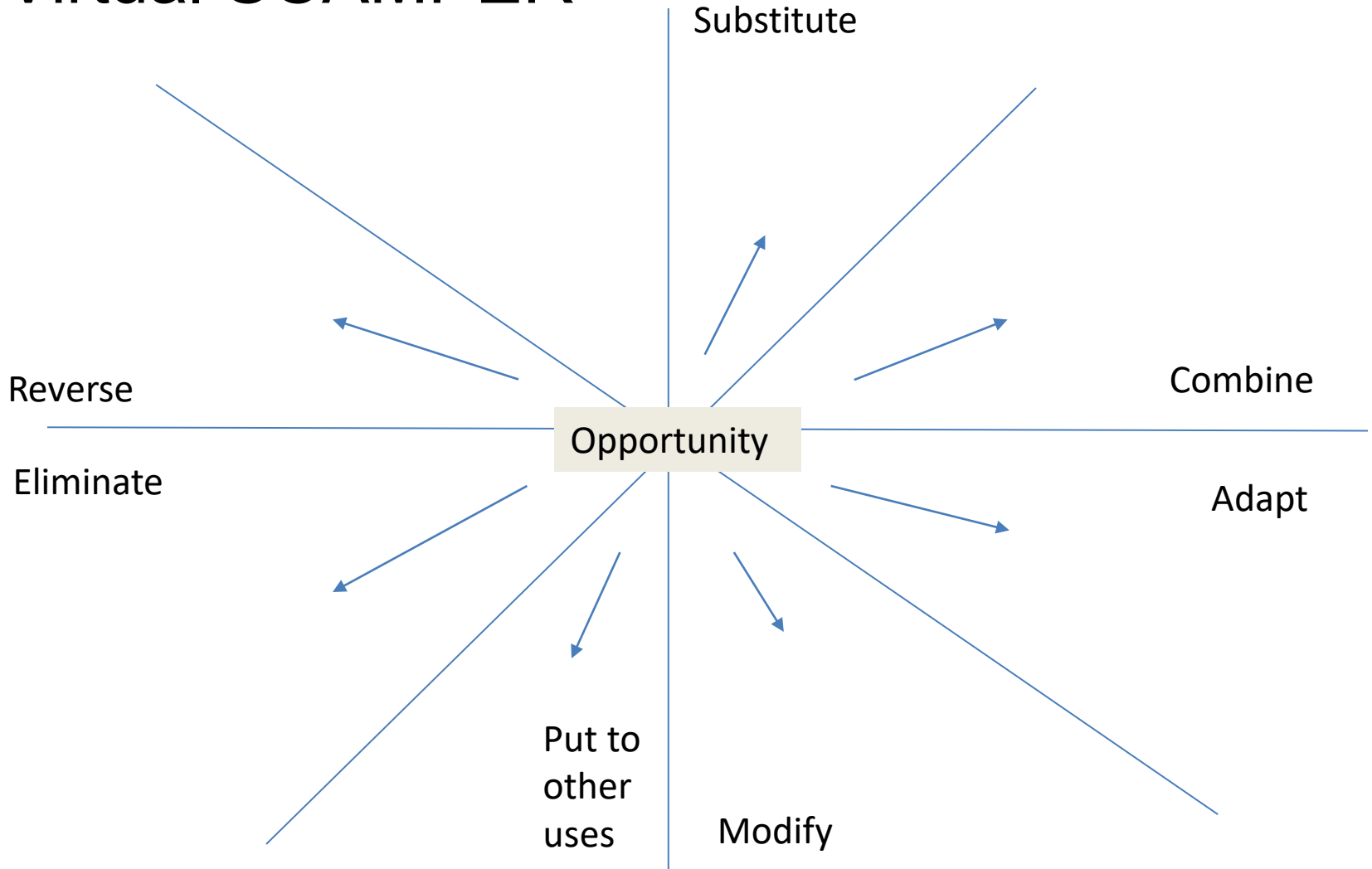


<https://www.mural.co/use-case/team-building-and-ice-breakers>



# Virtual Teams

## Virtual SCAMPER

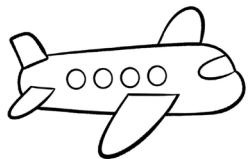


# Evaluation and selection

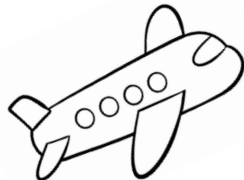
—  
“You cannot make progress without  
making decisions.”

— Jim Rohn

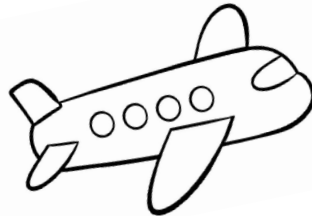
Photo from Articulate 360 Content Library



Flight Plan  
What, How, Why



Identify Opportunities



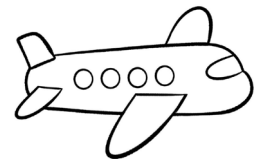
Generate Ideas



**Evaluate and  
Decide**



Develop and Test



Implement

# Evaluation and selection

Double Diamond Process

Decision Making Models

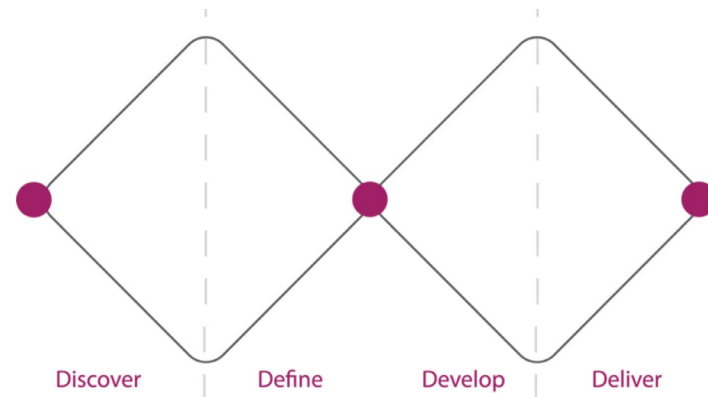
Priority Payoff Matrix



# Evaluation and selection

## Double Diamond Process

- Divergent Thinking
  - Mind mapping or Brainstorming
- Convergent Thinking
  - Voting or Priority Payoff Matrix



The Double Diamond (adapted from British Design Council).

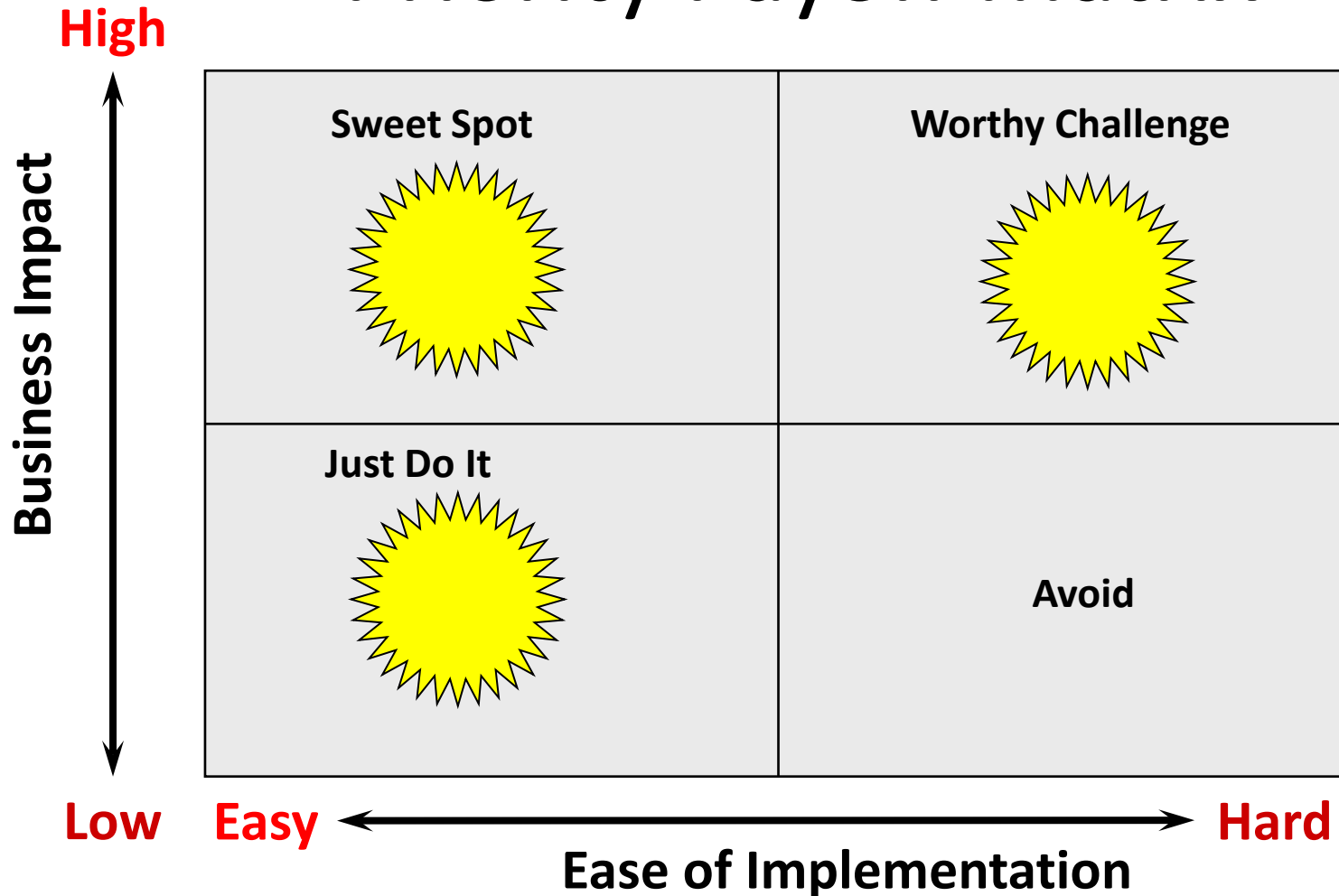
# Evaluation and selection

## Decision Making Models

Style	Buy In	Decision Time & Effort
Command	Low	Fast/Low
Consultative	Medium	Medium/Medium
Voting – Unanimous	High	Medium/Medium
Voting – Majority	High	Medium/Medium
Consensus	Highest	Long/High

# Evaluation and selection

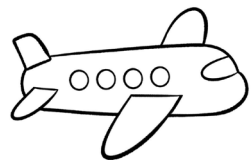
## Priority Payoff Matrix



# Development and Testing

—  
“If a picture is worth a thousand words, a prototype is worth a thousand meetings”  
— IDEO.org

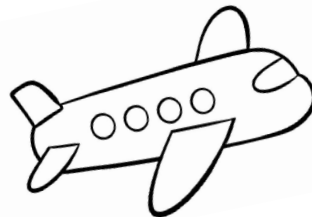
Photo from Articulate 360 Content Library



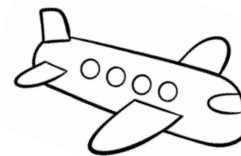
Flight Plan  
What, How, Why



Identify Opportunities



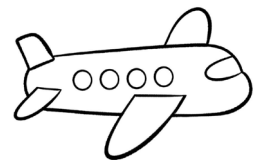
Generate Ideas



Evaluate and  
Decide



**Develop and Test**



Implement

# Development and Testing

PDCA

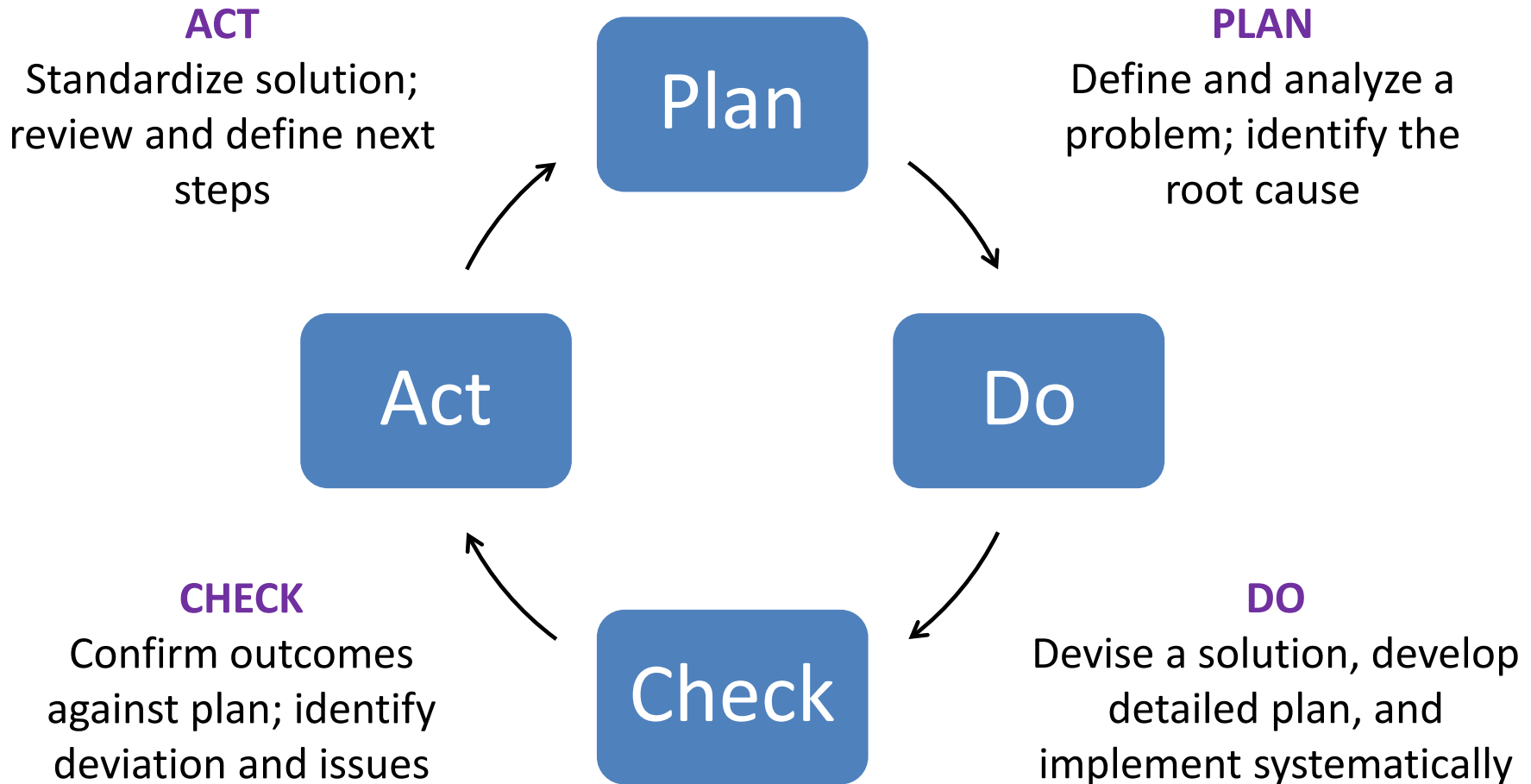
Testing

Conference Room Pilot

3P Process

Prototyping

# Development and Testing



# Development and Testing

## Testing

- Outcomes
- Requirement
- Goals
- Customer



# Development and Testing

## Conference Room Pilot

- Role the process
- Simulate process outcomes
- Try Out “What If” scenarios



Photo from Articulate 360 Content Library

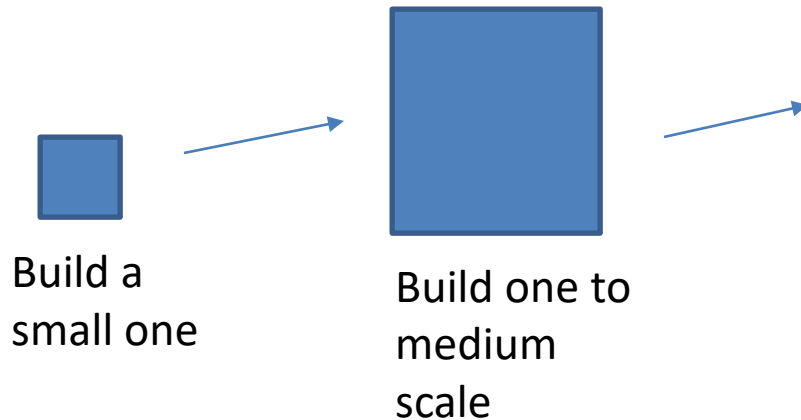


# Development and Testing

## 3P Approach

## Production Preparation Process

- Scaled Test Process



*Construction Begins for Lean Outpatient Center in Southwest Florida, Medical Construction and Design, 2015*

# Development and Testing

## Wireframe

- Sketch or Picture

## Mockup

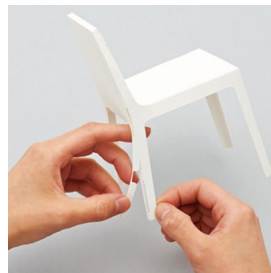
- Build Models

## Prototyping:

- Functional Build



<https://www.shutterstock.com/search/chair-3d-drawing>



<https://www.dezeen.com/2013/07/26/scale-paper-chair-by-taiji-fujimori/>



<https://www.shutterstock.com/search/person-sitting-on-chair-side-view>

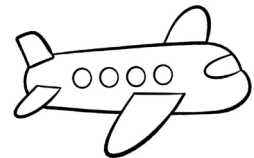
# Implementation

---

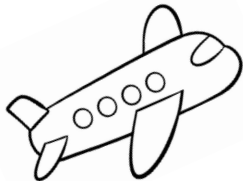
“Once a decision is made, you should stop worrying and start working. It’s not always what we know that makes it a good decision. It is what we do to implement and execute it that makes it a good decision.”

— John C. Maxwell

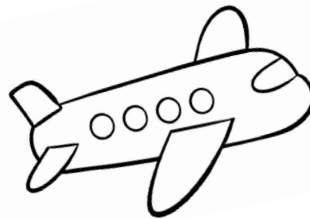
Photo from Articulate 360 Content Library



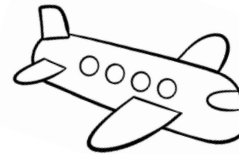
Flight Plan  
What, How, Why



Identify Opportunities



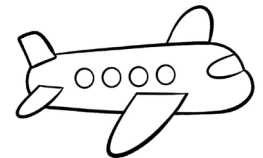
Generate Ideas



Evaluate and  
Decide



Develop and Test



**Implement**

# Implementation

Action Planning

Factors to Build In for Success

Sustainment

# Implementation

# Action Planning

# Example: WWW

[illegible]

# Implementation

## Factors to Build In for Success

- Roles
- Resistance
- Costs
- Risk
- Results

# Implementation

## Sustainment

- Sponsorship
- Metrics of Success
- Recognition and Reinforcement
- Accountability

# Innovation Recap

Identify Opportunities

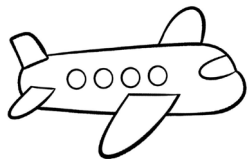
Generate Ideas

- Prepare – Prime – Creative Activities

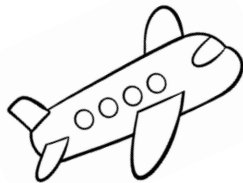
Evaluate and Decide

Develop and Test

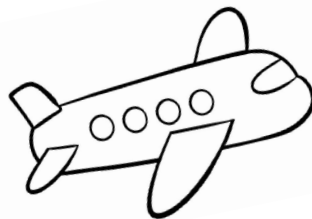
Implement



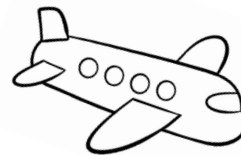
Flight Plan  
What, How, Why



Identify Opportunities



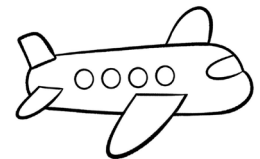
Generate Ideas



Evaluate and  
Decide



Develop and Test



Implement